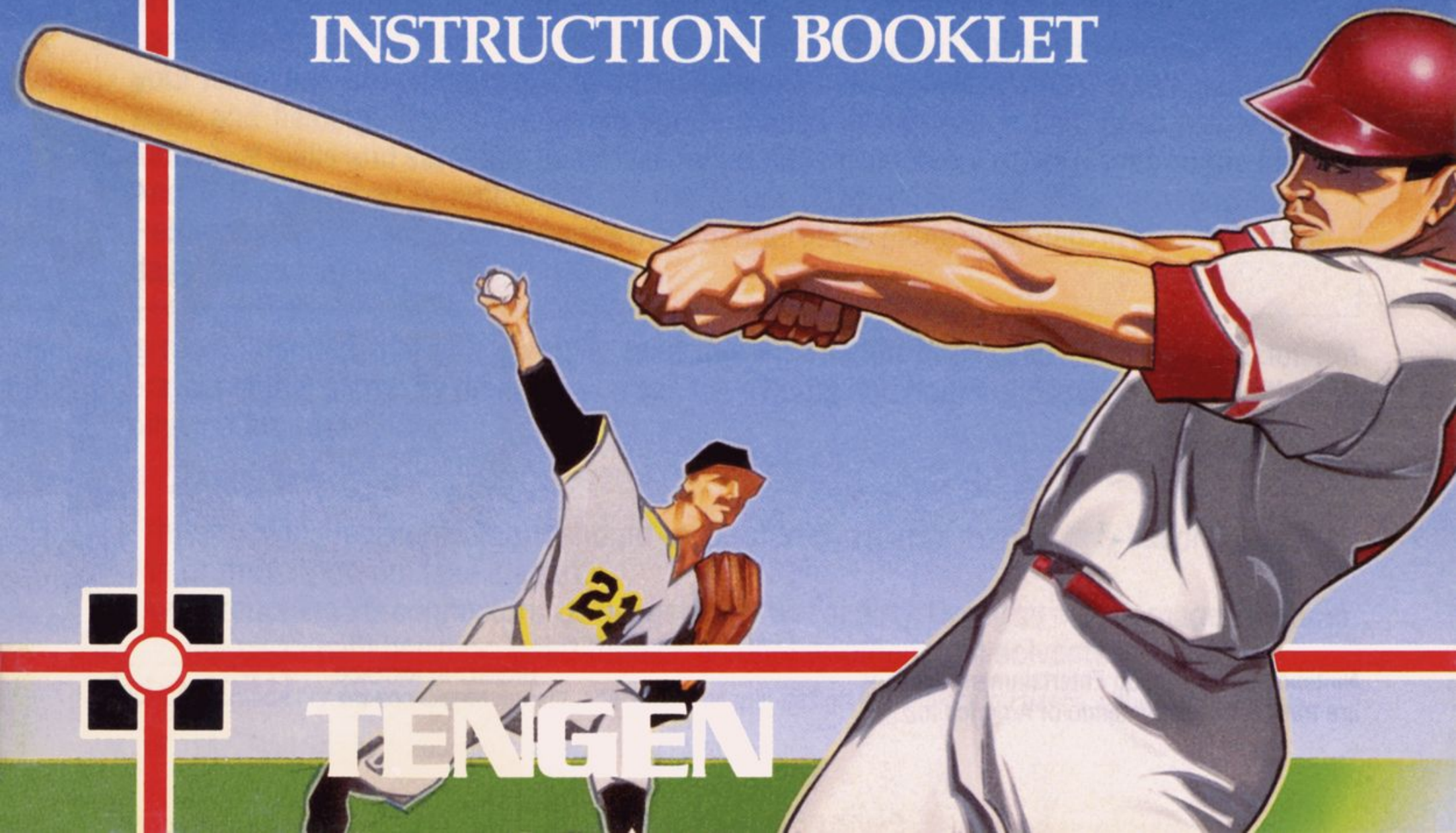
NES-RS-USA

R.B.I. BASEBALL™

MAJOR LEAGUE BASEBALL PLAYERS MLB

INSTRUCTION BOOKLET



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Thank you for selecting the R.B.I. Baseball™ Pak for the Nintendo Entertainment System®.

OBJECT OF THE GAME/GAME DESCRIPTION

You are both the manager and the team as you define your strategy and refine your skills in the most realistic baseball game available. Play against the computer opponent in a nine-game season or challenge a friend for nine innings and a best-of-seven series. You pick your team, line-up, pitchers and control all the pitches, throws, swings, steals, substitutions and fielding. Teams are actual line-ups used in big-league ball. Each player has individual skills and statistics that make him unique from every other player on the field. And R.B.I. Baseball is authorized by the Major League Baseball Players Association. Remember to play your best because the outcome of the game is printed on the front of the daily sports page.

It is recommended that you carefully read this instruction booklet to learn and master the operation of this game. By doing so you can have hours and hours of baseball action with your family and friends!

PRECAUTIONS

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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I. INTRODUCTION

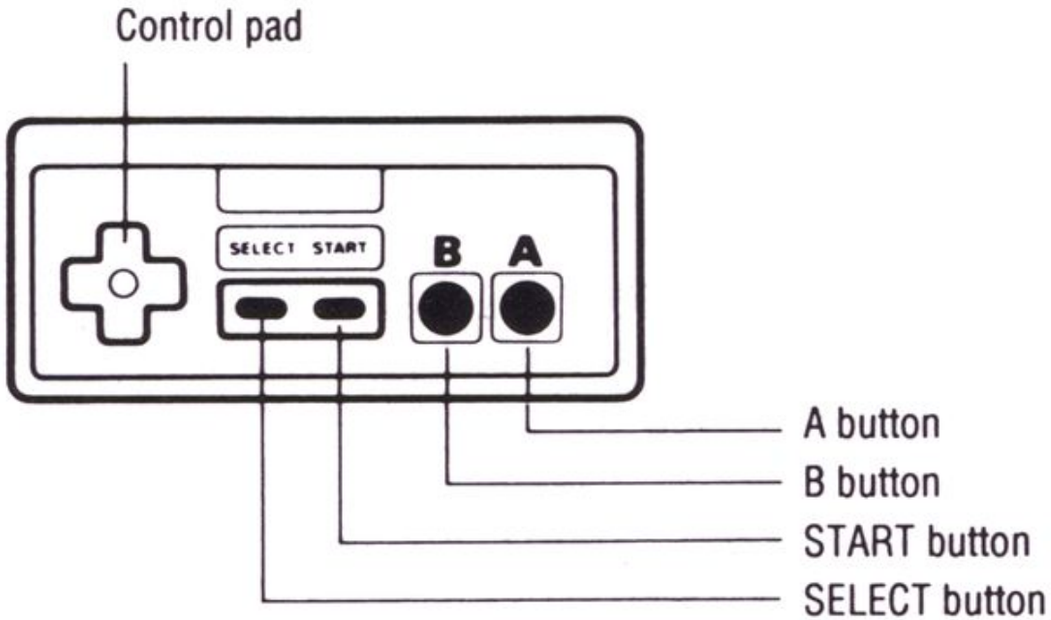
R.B.I. BASEBALL conforms to most of the rules of big league baseball. You will be required to have a basic understanding of these rules. Any rules you are not familiar with will become obvious through play.

An on-screen display shows all the balls, strikes, outs and score. Between innings, the by-inning score is shown. At the end of the game, the daily sports page announces the results of the game including the box score (game statistics) and win/loss record.

Use the on-screen batting statistics as the quickest way to reference the skill of a particular player. A high batting average (Avg) with lots of home runs (Hr) identifies an excellent batter. Use the more detailed player statistics when you have become more familiar with the game operation.

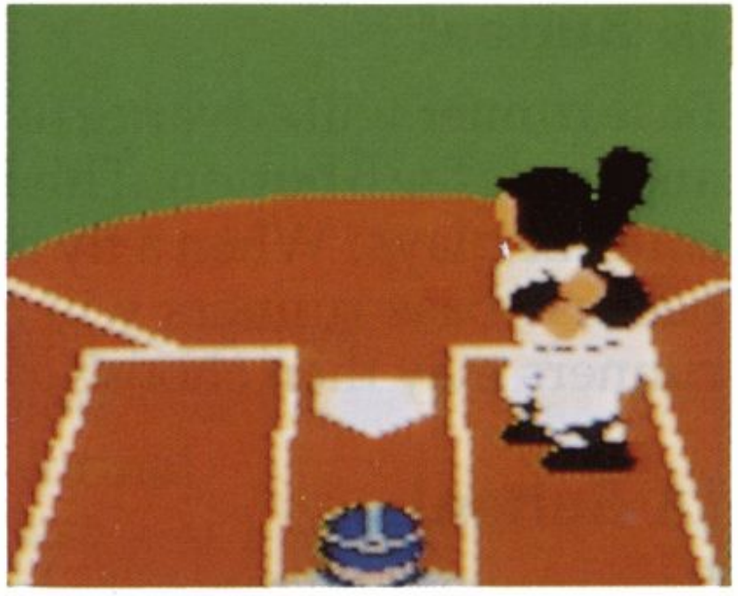
II. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1
Controller 2



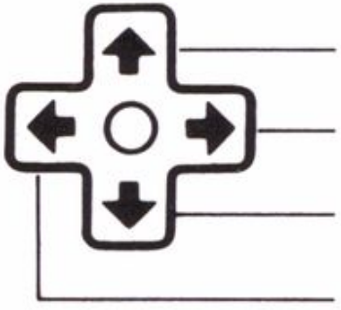
Controller 1 - for a one-player game against the computer
Controller 2 - for a competitive two-player game with a friend

III. AT BAT



[Control Pad]

Batter position in batter's box



Moves toward the pitcher

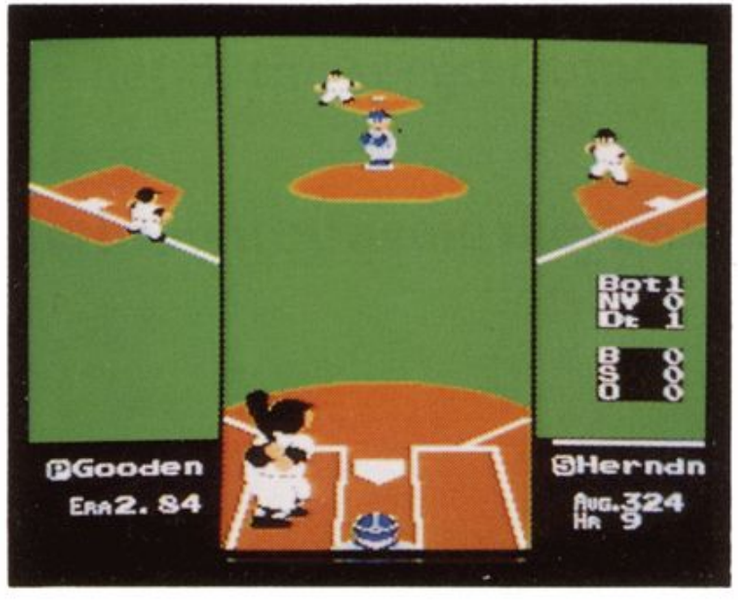
Moves to the right

Moves toward the catcher

Moves to the left

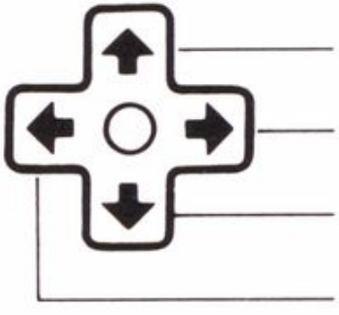
[A Button]

Batter swings bat - Press and hold the button for a complete swing. To bunt, press and release the button quickly
(this may take a little practice).



[Control Pad]

Base running control



Runner will advance/return to second base

Runner will advance/return to first base

Runner will advance to home plate

Runner will advance/return to third base

[B Button]

Base runner will advance to the next base. Point the control pad to next base and press the B button. This is useful for stealing bases, hit and run plays, and squeeze plays. When a fly ball is hit, runners must be held using the control; because base runners will automatically run. Once the fly ball is caught, runners may then choose to "tag the base" and advance.

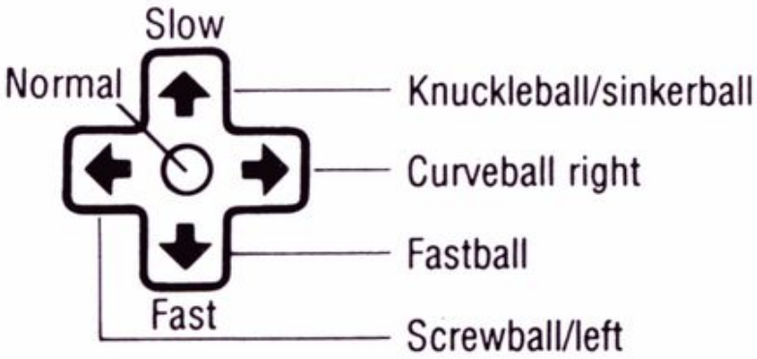
[A Button]

Base runner will return to his base. Point the control pad to the desired base and press the A button. Note: Once a runner has advanced to the next base, he cannot be called back to return.

IV. IN THE FIELD

[Control Pad]

Pitching (Right-handed pitcher)



Pitching velocities:

- Slow
- Normal
- Fast

[A Button]

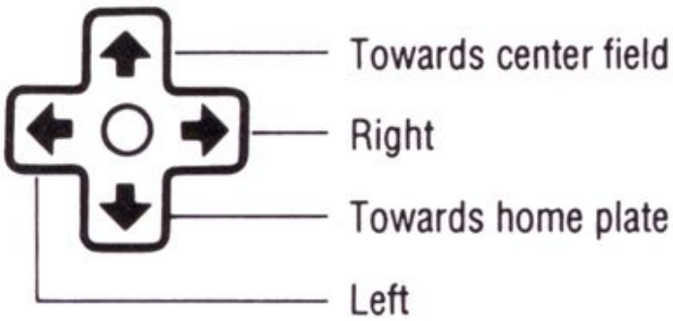
Pitching action - Press button to throw pitch. Use with control pad to select type of pitch. Once the pitch leaves the pitchers hand, the speed cannot be changed; only direction.

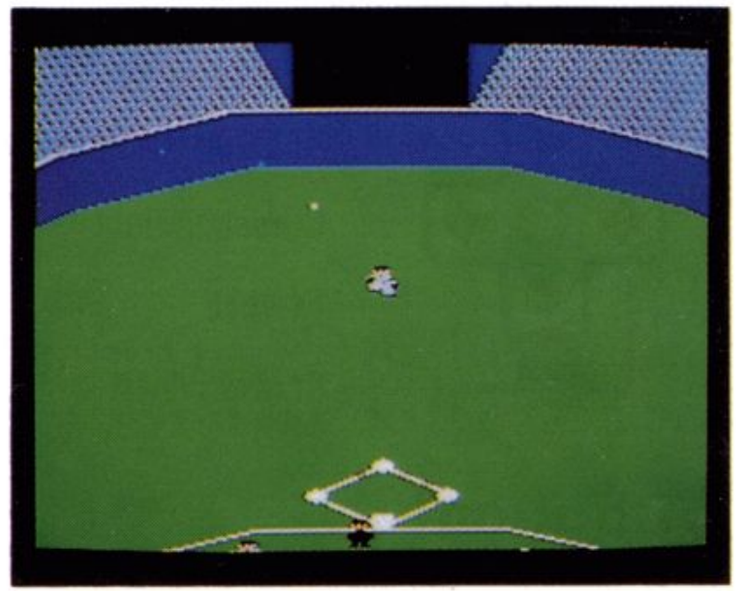
The pitcher can move side to side before a pitch is thrown by using the control pad.

Fielding the Ball

When the ball is hit into the field, the defense must pursue the ball with the nearest fielder.

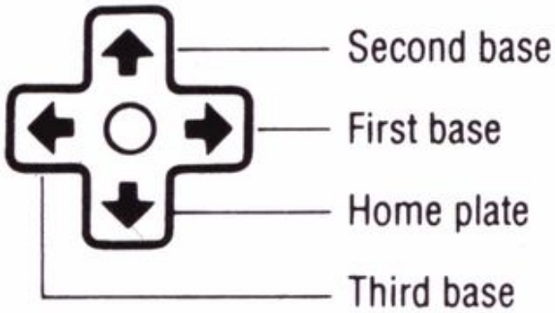
[Control Pad]





[Control Pad]

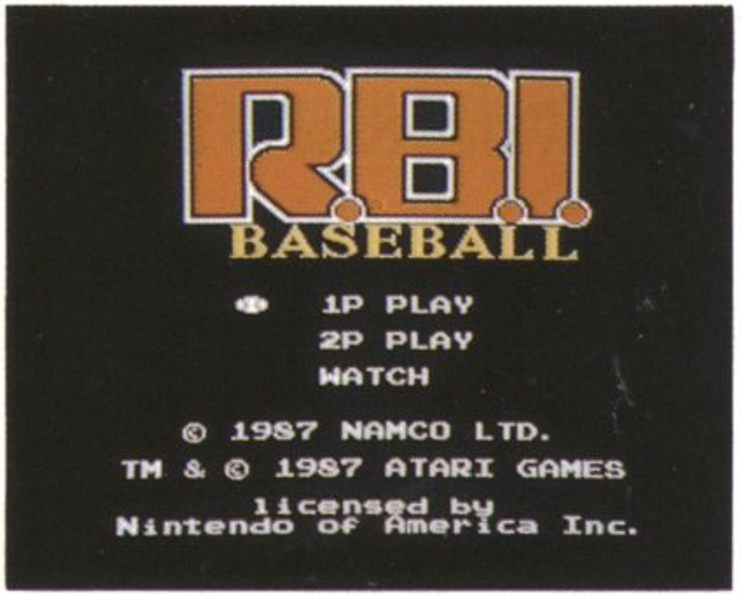
Select which base to throw to.



[A Button]

Press the A Button to throw the ball. The ball will be thrown to the base selected by the control pad. Note: When no base is selected with the control pad, the ball will automatically be thrown to first base.

V. HOW TO PLAY



SELECT Button

Press this button to select the desired playing mode:

1-player game: Play against the computer

2-player game: Competitive play

Watch: Watch selected teams play as if on TV.

START Button

After selecting your desired playing mode, press this button to start the game. The start button can also be pressed during play for TIME (time-out). Press the button again to continue your game.

SELECTING TEAMS

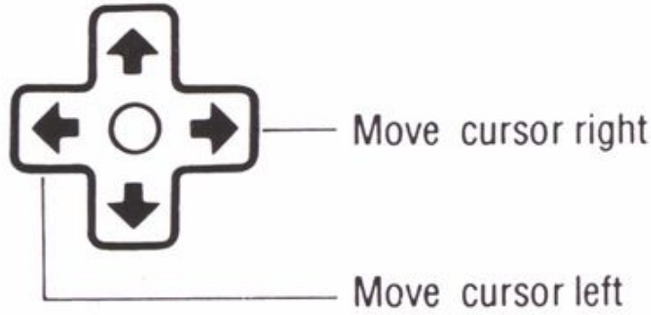
Select from these big-league teams:

Ca	California	NY	New York
Bo	Boston	SL	St. Louis
Dt	Detroit	SF	San Francisco
Mn	Minnesota	Am	American
Ho	Houston	Na	National

HOW TO CHOOSE A TEAM

[Control Pad]

Move the cursor to the team of your choice



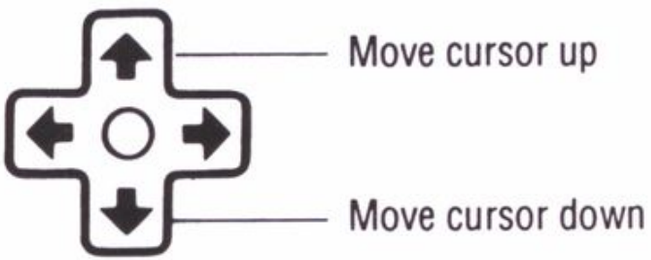
[A Button]

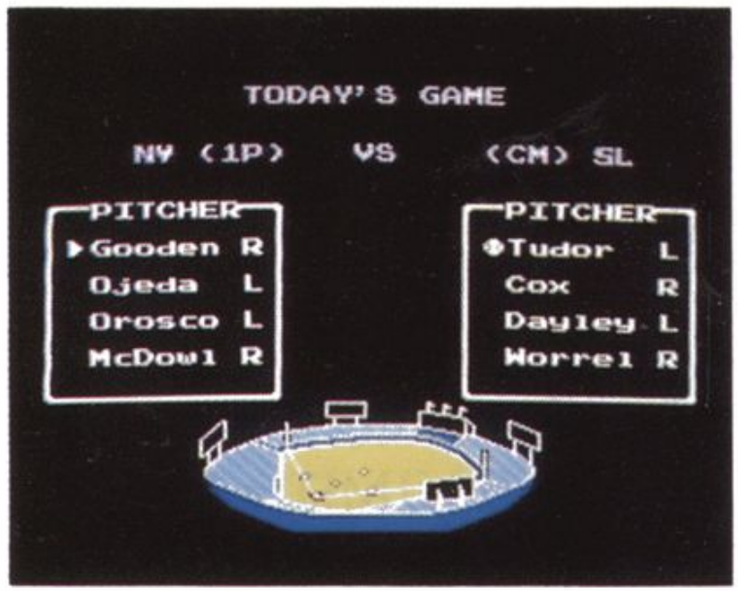
Press the A Button to select your team.

SELECTING A STARTING PITCHER "SP"

Each team has a pitching staff of two starting pitchers "SP" and two relief pitchers "RP". If you use a starter in a game, he cannot be used in the next game of a nine-game season or a best-of-seven series. A starting pitcher needs one game of rest between appearances.

[Control Pad]





[A Button]

Press the A Button to select your pitcher.

ONE-PLAYER GAME

(use controller 1)

In this mode, you can play against the computer opponent for a nine-inning game or, if you choose, a complete nine-game season. At the completion of a game you will automatically advance to the next game and team.

Note: When playing a nine-game season, beware of using both of your starting pitchers "SP" in any one game because they need a one game rest between appearances. Relief pitchers "RP" can play in successive games because they pitch only a few innings per game.

ONE-PLAYER START

- Use the select button to choose the one-player game
- Push the start button
- Using the control pad, move the (I) to the team of your choice and push the A button.
- Now move the (C) to the team you wish to play against. In the nine-game season, your next opponent will be the team to the right.
- In a one-player game you are the visiting team and will have first at bat.

NINE-GAME SEASON

This is the ultimate test against the computer opponent. You will play each of the nine opponents listed in the Tengen League. Pick your team and your first rival (opponent). Your next rival will always be the next team to the right. At the conclusion of each game, the daily sports page displays the box score and your win/loss record for the season. You can continue playing and challenging new teams even if you lose game(s) in the process. The season is over after all nine teams have been challenged.

TWO-PLAYER GAME

(use both controllers)

In this mode, you can compete against a friend in a nine-inning game or continue to a best-of-seven series.

Note: When playing a best-of-seven series, beware of using both of your starting pitchers "SP" in any one game because they need a one game rest between appearances. Relief pitchers "RP" can play in successive games because they pitch only a few innings per game.

TWO-PLAYER START

- Use the select button to choose the two-player game
- Push the start button
- Using the control pads, player one (I) and player two (II) select the team of their choice and push the A button.
- In a best-of-seven series you will play the same team.
- Player one is the visiting team and will have first at bat.

BEST-OF-SEVEN SERIES

This the ultimate challenge in a two-player game. Players will test the skill and strategy of their opponent in a best-of-seven series. Starting pitchers "SP" are not capable of back-to-back appearances and need one game of rest in between. Relief pitchers "RP" however, are able to play in consecutive games because they have limited work per game. The daily sports page announces the outcome of each game and the win/loss record of the home team. The season ends when one team has four victories and the best-of-seven winner is decided.

VI. ADVANCED PLAY

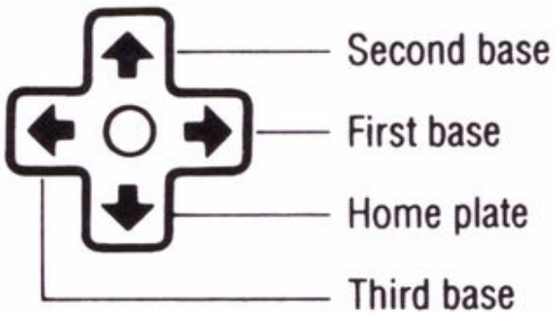
After you master the basic "At Bat" and "In the Field" control operations, you can learn "Advanced Skills"; for advanced players only. These features add depth, action and realism to the basic game. Practice these skills with your family and friends to prepare yourself for the big game!

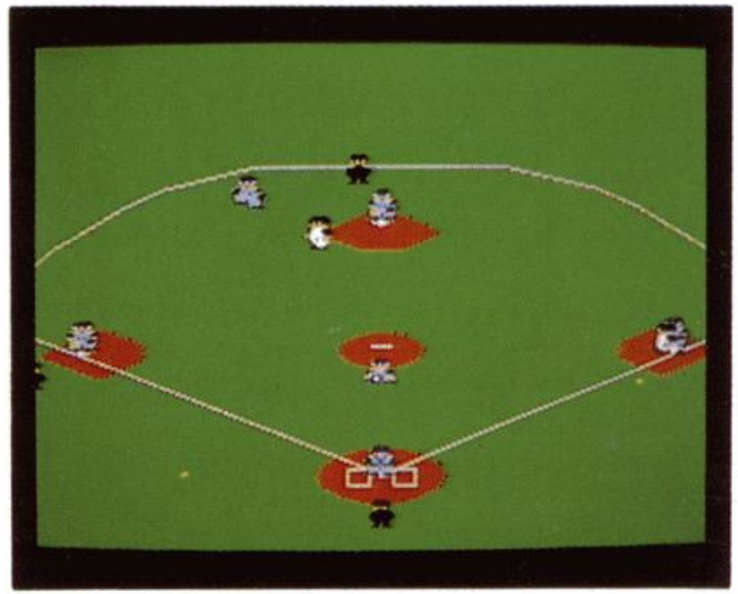
AT BAT

Base stealing

You may want to try and "steal" a base to advance a base runner. However when you attempt a steal, you must beware of being "picked off" by the pitcher. It is best to try a steal when the pitcher is in his wind-up. It is not advised that you try stealing with a slow base runner. Refer to the R.B.I. BASEBALL Player Program for speed ratings "SP" of each player. They are rated on an A-E system, with C being average.

[Control Pad]





[B Button]

Sends the base runner in a steal attempt. First, point the control pad to the base you wish to steal (not the base you are currently at). Then push the B button and the runner will go.

Note: Refer to the Player Program to check a base runners speed "SP". Use this information to decide if you should try to steal. A fast runner can make it look very easy. A slow runner must get a "good jump" on his opponents or count on an error by the defense.

[A Button]

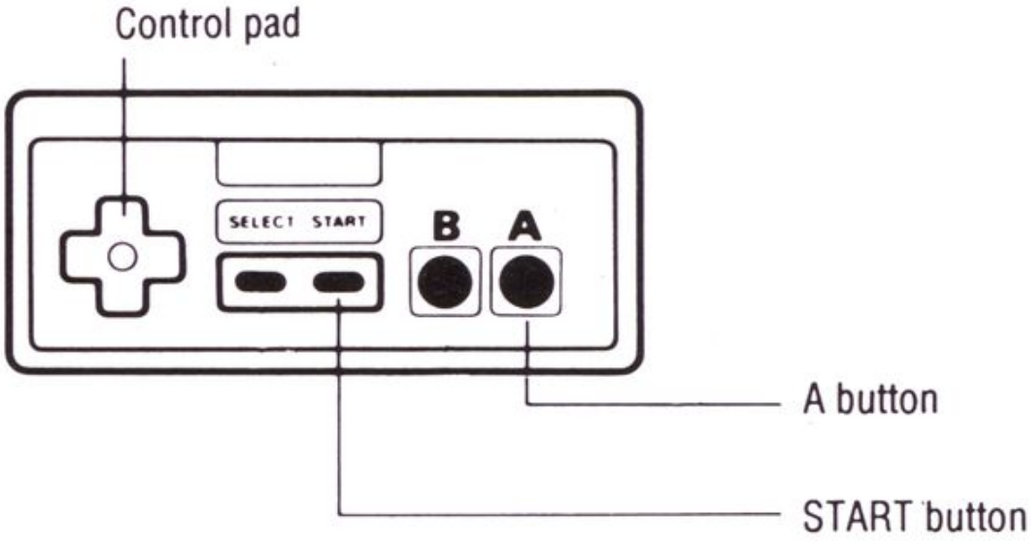
Calls the base runner back. This is important when you know it will not be a successful steal. First, point the control pad to the base you wish to return to, then push the A button.

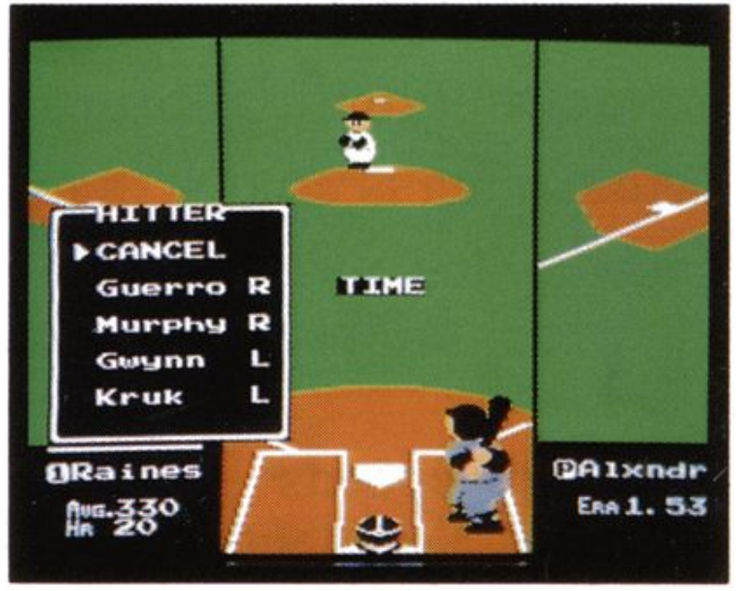
Note: A runner can only be called back if he has not completely advanced to the next base.

Pinch-Hitters

You may want to make a substitution in the batting line-up. With men on base or a late inning comeback attempt, you may decide to use a pinch-hitter. Substitute batters can be inserted in the lineup at any position. They will remain in your lineup if inserted in the first(1) through eighth (8) position. A pinch-hitter inserted in the pitcher's (ninth,9) spot, will remain at that spot as long as the team remains at bat. However, after that half-inning/at bat is over; a substitute pitcher must be chosen to bat in the ninth position.

[Control Pad]





Push the start button for TIME. Press the A button to display the roster of pinch-hitters. Use the control pad to locate the batter of your choice. Push the A button to then select the batter and insert him into your line-up.

Note: Once a batter has been removed from the line-up, he cannot re-enter the game. Review the player statistics to select the right pinch-hitter for the right situation.

IN THE FIELD

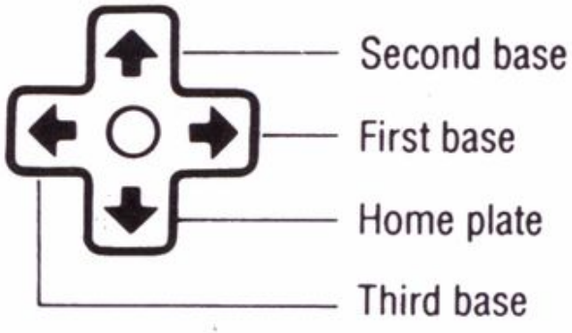
Advanced Pitching Information

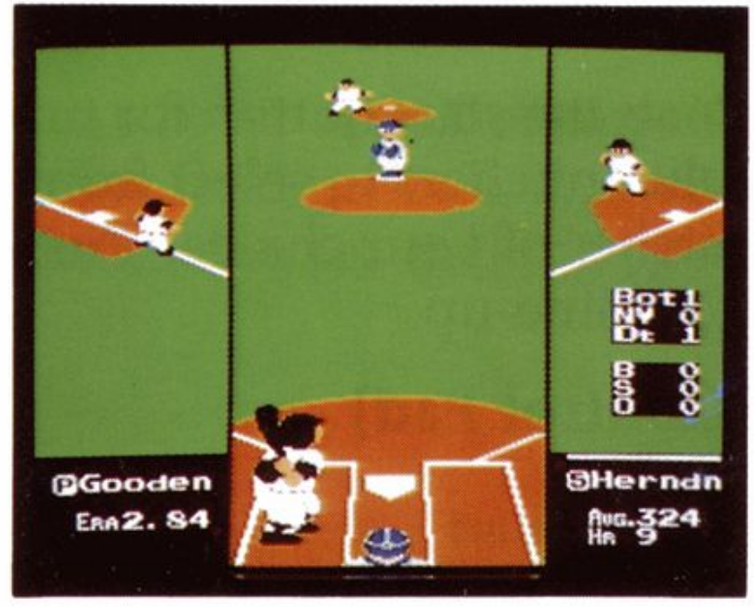
Each pitcher is unique in his abilities:

- Ability to curve the ball - Refer to the Player Program to identify a pitcher's ability to curve the ball left and right. Each are rated on an A-E scale.
- Pitching speeds - All pitchers will have the ability to throw at various speeds. Some will have a better fastball and some a better slow ball (knuckleball and sinkerball). Refer to the Player Program for details. They are rated on a miles per hour (mph) scale.
- Skill with a Knuckleball and sinkerball - The knuckleball will "wobble" in flight and a sinkerball will drop low in front of the plate. Each pitcher has differing abilities to throw these pitches. Play them all to find your favorites!
- Stamina - Each pitcher differs in his stamina or endurance level. When he reaches his limit, his pitches will lose speed and curve. Eventually he will become so ineffective that batters will be able to hit the ball very easily. The two starting pitchers "SP" have about three times the stamina of the two relief pitchers "RP". Throwing knuckleballs and fastballs will tire the pitcher faster than a "normal" speed pitch.

Executing a "Pick-Off" Move

[Control Pad]





The complete move is a two-step process.

[B Button]

Pitcher will stop and hold the ball.

[A Button]

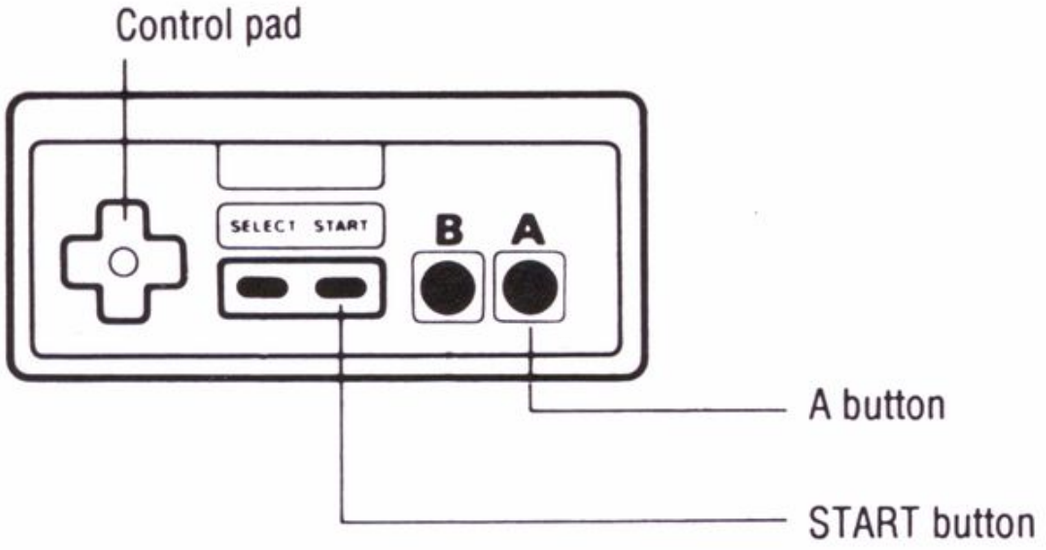
Pitcher will throw the ball to the base selected by the control pad. If no base is selected with the control pad, the ball will automatically be thrown to first base.

Note: Sometimes you may want to stop and hold the ball without throwing to a base. You may be able to catch an over anxious base runner trying to steal.

Relief Pitchers

Push the start button for time. Press the A button to display the roster of relief pitchers to select from. Move the control pad to locate the relief pitcher of your choice. Push the A button to insert the relief pitcher into your line-up.

[Control Pad]

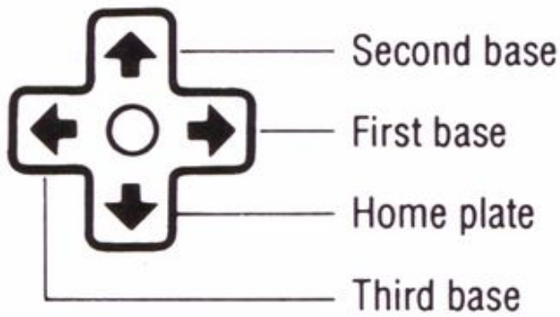


Note: Once a pitcher has been removed (relieved) from a game, he is through; and cannot play again in that same game. Use the player statistics to help in the selection of a pitcher. Some will have better top speed and/or curve balls.

RUNNING WITH THE BALL

You can command a fielder with the ball to run to a base. A fielder can also field the ball, then run to a base. And, a fielder may field the ball, run with it; then throw to a base. These are all important skills for making great defensive plays!

[Control Pad]



[B Button]

Press the B Button to run with the ball. The fielder will run in the direction of the base selected by the control pad.

[A Button]

Press the A Button to throw the ball. The fielder will throw the ball to the base selected by the control pad.

ERRORS

Fielding by each team is equal, except for the number of errors. Occasionally a fielder will "bobble" the ball or make a poor throw. Some teams are likely to make a few more errors than others. Players should avoid throwing the ball to a base when a fielder has left his position.

R.B.I. BASEBALL BEST- OF- SEVEN SERIES

Player Score Sheet

Game:	1	2	3	4	5	6	7
Visitor:							
Home:							

R.B.I. BASEBALL NINE-GAME SEASON

Player Score Sheet

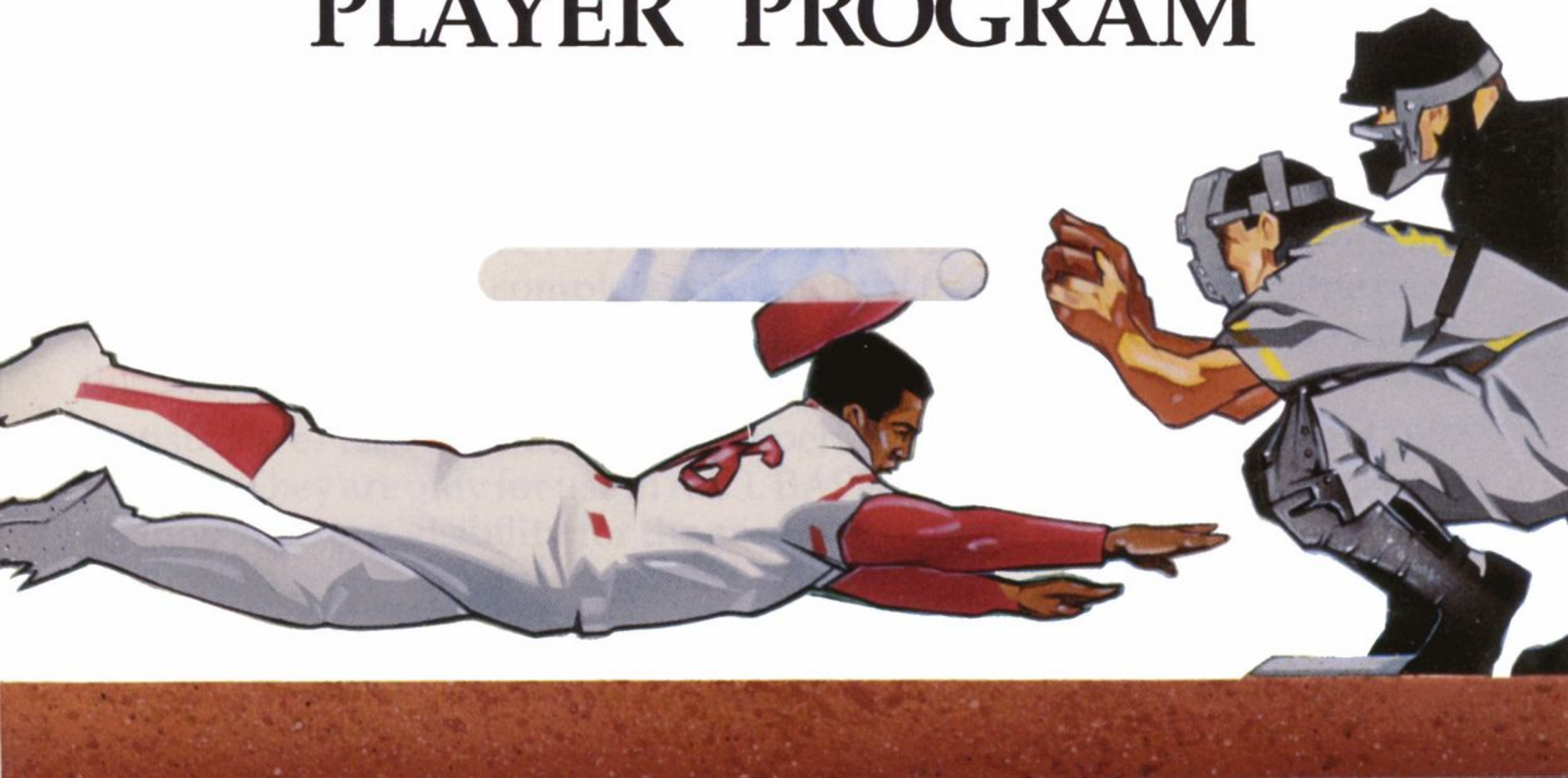
Your Team: _____

VS.

		Score	Win/Lose
Ca	California	_____	_____
Bo	Boston	_____	_____
Dt	Detroit	_____	_____
Mn	Minnesota	_____	_____
Ho	Houston	_____	_____
NY	New York	_____	_____
SL	St. Louis	_____	_____
SF	San Francisco	_____	_____
Am	American	_____	_____
Na	National	_____	_____

R.B.I. BASEBALL™

PLAYER PROGRAM



OFFICIAL R.B.I. BASEBALL PLAYER PROGRAM

Includes rosters and line-ups for all 10 teams.

(For use with R.B.I. BASEBALL only.)

Use this program just as a team manager would to get the "inside story" on your competition. Study the line-up and player statistics of your opponent before a game. This will provide you with important information regarding the strengths and weaknesses of each team. R.B.I. BASEBALL is just like real baseball because skill characteristics and statistics are based on actual player performance.

Note: You may have noted that this game is already very complete in its realism. Therefore, not every game player will choose to use this program (it is not necessary for complete enjoyment of the game). Serious game players and sports enthusiasts, however, will appreciate the depth and realism this program adds to game play.

Statistics are "based" on actual player performance during the 1986 and 1987 seasons. They are only for use in R.B.I. BASEBALL, and Tengen, Inc. does not assume any responsibility for the accuracy of these statistics.

HOW TO USE THIS PROGRAM:

BOSTON (Bo)

BATTERS

Player Abbrev.	Position	Left/Right Handed	Batting Avg.	# of Home Runs	Batting Ratings CT*	SP*	Full Name
Barret	2B	R	.286	4	C	B	Marty Barrett
Bucknr	1B	L	.292	18	C	E	Bill Buckner
Boggs	3B	L	.357	8	A	C	Wade Boggs

CT* (Contact): Ability to make good contact with the ball. Range: A-E

SP* (Speed): Base running speed. Range: A-E

Tips from the dugout: Batters with high "CT" (Contact) ratings have a greater probability of making better contact with the ball. Look for a lot of balls to be put in play (hit & run opportunities). Batters with high "SP" (Speed) ratings will run the basepaths faster than those with low ratings. The speedsters will, for example, stretch singles into doubles, doubles into triples plus steal a lot of bases. As a team manager, use these ratings strategically to your advantage.

DETROIT (Dt)

PITCHERS

Player Abbrev.	Position	Left/Right Handed	ERA	Top Speed* (mph)	Curve*	Full Name
Alxndr	SP	R	1.53	88	A	Doyle Alexander
Morris	SP	R	3.38	91	B	Jack Morris
Hrndez	RP	L	1.11	91	C	Willie Hernandez

***Speeds: Pitcher's maximum speed of pitch (when fresh) in miles per hour (mph).**
***Curve: Pitcher's ability to throw a curve to the right or left. Range: A-E.**

Tips from the dugout: A pitcher's stamina determines the short/long term effectiveness of a given pitcher. Note that to the right of the pitcher's abbreviated name in the program is either an "SP" (starting pitcher) or "RP" (relief pitcher). A starting pitcher has the ability to throw a greater number of pitches with more velocity and accuracy than a relief pitcher. It is important that game players make efficient and strategic use of their pitchers to maximize their output and value. Overworking a pitcher will result in a loss of control and the team at bat can easily hit the ball. When playing a best-of-seven series or a nine-game season, beware of using both starting pitchers "SP" in the same game as it is necessary to have one game of rest between starts. Relief pitchers "RP", however, are able to pitch in every game; though their stamina per game is far less. As you can see, R.B.I. BASEBALL is the most complete baseball game you can play, so enjoy...and batter up!

CALIFORNIA (Ca)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
Pettis	CF	L	.258	5	C	A	Gary Pettis
DCincs	3B	R	.256	26	D	D	Doug DeCinces
Joyner	1B	L	.290	22	C	B	Wally Joyner
Jacksn	RF	L	.275	39	D	C	Reggie Jackson
Dwning	LF	R	.267	20	D	D	Brian Downing
Grich	2B	R	.268	9	D	D	Bobby Grich
Schfld	SS	R	.249	13	E	B	Dick Schofield
Boone	C	R	.251	7	D	E	Bob Boone
Burlsn	PH	R	.284	5	C	B	Rick Burleson
Hendrk	PH	R	.272	14	C	D	George Hendrick
Wilfng	PH	L	.249	3	E	B	Rob Wilfong
Jones	PH	L	.250	17	E	C	Ruppert Jones

PITCHERS

			ERA	Top Speed (mph)	Curve	
Witt	SP	R	2.84	87	D	Mike Witt
Sutton	SP	R	1.18	83	C	Don Sutton
Corbet	RP	R	1.10	81	C	Doug Corbett
Moore	RP	R	2.97	89	E	Donnie Moore

BOSTON (Bo)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
Barret	2B	R	.286	4	C	B	Marty Barrett
Bucknr	1B	L	.292	18	C	E	Bill Buckner
Boggs	3B	L	.357	8	A	C	Wade Boggs
J Rice	LF	R	.324	20	B	C	Jim Rice
Baylor	RF	R	.263	31	E	A	Don Baylor
DwEvns	CF	R	.259	26	E	D	Dwight Evans
Gedman	C	R	.274	16	D	E	Rich Gedman
S Owen	SS	L	.231	1	E	B	Spike Owen
Hndrsn	PH	R	.265	15	D	D	Dave Henderson
Burks	PH	R	.272	20	E	A	Tim Burks
Armas	PH	R	.264	43	D	E	Tony Armas
Sullvn	PH	R	.193	1	E	E	Marc Sullivan

PITCHERS

			ERA	Top Speed (mph)	Curve	
Clemns	SP	R	2.48	94	C	Roger Clemens
Hurst	SP	L	2.99	90	D	Bruce Hurst
Schrld	RP	R	1.41	92	D	Calvin Schiraldi
Stanly	RP	R	1.81	86	B	Bob Stanley

DETROIT (Dt)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
Tramml	SS	R	.343	28	A	A	Alan Trammel
Gibson	LF	L	.277	24	D	A	Kirk Gibson
DaEvns	1B	L	.257	34	E	E	Darrell Evans
Nokes	C	L	.289	32	C	E	Matt Nokes
Herndn	RF	R	.324	9	B	D	Larry Herndon
Lemon	CF	R	.277	20	D	D	Chet Lemon
Whitkr	2B	L	.281	16	D	B	Lou Whitaker
Brookn	3B	R	.241	13	E	C	Tom Brookens
Shrdan	PH	L	.259	6	E	B	Pat Sheridan
Heath	PH	R	.281	8	C	E	Mike Heath
Madlck	PH	R	.307	14	C	C	Bill Madlock
Bergmn	PH	L	.273	6	D	E	Dave Bergman

PITCHERS

			ERA	Top Speed (mph)	Curve	
Alxndr	SP	R	1.53	88	A	Doyle Alexander
Morris	SP	R	3.38	91	B	Jack Morris
Hrndez	RP	L	1.11	91	C	Willie Hernandez
King	RP	R	2.33	87	C	Eric King

MINNESOTA (Mn)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
Gladdn	LF	R	.281	8	D	A	Dan Gladden
Gaetti	3B	R	.257	31	D	B	Gary Gaetti
Pucket	CF	R	.332	28	A	B	Kirby Puckett
Hrbek	1B	L	.285	34	C	E	Kent Hrbek
Brnsky	RF	R	.259	32	D	B	Tom Brunansky
Gagne	SS	R	.265	10	C	D	Greg Gagne
Laudnr	C	R	.225	16	E	E	Tim Laudner
Lmbrdz	2B	R	.238	8	E	D	Steve Lombardozzi
Smally	PH	L	.275	8	C	E	Roy Smalley
Davdsn	PH	R	.267	1	D	B	Mark Davidson
Bush	PH	L	.253	11	D	B	Randy Bush
Larkin	PH	L	.266	4	D	D	Gene Larkin

PITCHERS

			ERA	Top Speed (mph)	Curve	
Viola	SP	L	2.90	91	B	Frank Viola
Blylvn	SP	R	1.45	86	A	Bert Blyleven
Brnger	RP	R	1.38	94	E	Juan Berenguer
Reardn	RP	R	1.92	92	C	Jeff Reardon

HOUSTON (Ho)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
Hatchr	RF	R	.258	6	E	A	Billy Hatcher
J Cruz	LF	L	.287	10	C	A	Jose Cruz
Wallng	3B	L	.312	13	B	C	Denny Walling
GDavis	1B	R	.265	31	D	D	Glenn Davis
K Bass	CF	L	.311	20	C	A	Kevin Bass
Doran	2B	L	.276	6	C	A	Bill Doran
Rynlds	SS	L	.249	6	E	D	Craig Reynolds
Ashby	C	L	.257	7	E	D	Alan Ashby
Lopes	PH	R	.275	7	D	A	Davey Lopes
Garner	PH	R	.265	9	D	B	Phil Garner
D Thon	PH	R	.248	3	E	B	Dickie Thon
Puhl	PH	L	.281	3	D	A	Terry Puhl

PITCHERS

			ERA	Top Speed (mph)	Curve	
N Ryan	SP	R	3.34	100	B	Nolan Ryan
MScott	SP	R	2.22	86	C	Mike Scott
Kerfld	RP	R	2.59	85	B	Charlie Kerfeld
DSmith	RP	R	2.73	94	E	Dave Smith

NEW YORK (NY)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
Dykstr	LF	L	.295	8	C	A	Lenny Dykstra
Wilson	CF	L	.289	9	C	A	Mookie Wilson
Herndz	1B	L	.310	13	B	D	Keith Hernandez
Carter	C	R	.271	24	C	E	Gary Carter
Strwby	RF	L	.259	27	D	A	Darryl Strawberry
Backmn	2B	L	.320	1	B	D	Wally Backman
Knight	3B	R	.298	11	C	D	Ray Knight
Sntana	SS	R	.245	1	E	D	Rafael Santana
Heep	PH	R	.282	5	C	D	Daniel Heep
Teufel	PH	R	.261	10	E	D	Tim Teufel
Johnsn	PH	L	.245	10	E	B	Howard Johnson
Mazzli	PH	L	.247	3	E	D	Lee Mazilli

PITCHERS

			ERA	Top Speed (mph)	Curve	
Gooden	SP	R	2.84	88	B	Dwight Gooden
Ojeda	SP	L	2.57	85	B	Bob Ojeda
Orosco	RP	L	2.33	86	B	Jesse Orosco
McDowl	RP	R	3.02	90	C	Roger McDowell

ST. LOUIS (SL)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
Colman	LF	L	.298	3	C	A	Vince Coleman
OSmith	SS	L	.303	0	C	A	Ozzie Smith
T Herr	2B	L	.282	2	D	A	Tom Herr
JClark	1B	R	.286	35	D	D	Jack Clark
McGee	CF	L	.285	11	C	A	Willie McGee
Pndltn	3B	L	.296	12	C	B	Terry Pendleton
Ford	RF	L	.285	3	D	B	Curt Ford
T Pena	C	R	.286	10	D	D	Tony Pena
Oqundo	PH	L	.286	1	D	C	Jose Oquendo
Morris	PH	L	.261	3	E	C	John Morris
Lndman	PH	R	.208	8	E	D	Jim Lindeman
Lake	PH	R	.251	2	E	D	Steve Lake

PITCHERS

			ERA	Top Speed (mph)	Curve	
Tudor	SP	L	1.28	89	A	John Tudor
Cox	SP	R	1.32	88	B	Danny Cox
Dayley	RP	L	2.66	93	C	Ken Dayley
Worrel	RP	R	2.66	96	D	Todd Worrell

SAN FRANCISCO (SF)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
JUribe	SS	L	.291	5	C	C	Jose Uribe
Mitchl	3B	R	.280	22	C	C	Kevin Mitchell
Leonrd	LF	R	.280	19	C	B	Jeff Leonard
Mldndo	RF	R	.292	20	C	C	Candy Maldonado
WClark	1B	L	.308	35	B	D	Will Clark
Brenly	C	R	.267	18	D	C	Bob Brenly
CDavis	CF	L	.250	24	D	A	Chili Davis
Thmpsn	2B	R	.262	10	D	D	Robbie Thompson
Spilmn	PH	L	.267	1	D	D	Harry Spilman
Speier	PH	R	.249	11	E	B	ChrisSpeier
Aldrte	PH	L	.325	9	B	D	Mike Aldrete
Yngbld	PH	R	.268	3	D	D	Joel Youngblood

PITCHERS

			ERA	Top Speed (mph)	Curve	
Krukow	SP	R	2.24	85	A	Mike Krukow
Reushl	SP	R	3.09	86	A	Rick Reuschel
Garlts	RP	R	3.22	97	D	Scott Garrelts
Robnsn	RP	R	3.42	94	B	Don Robinson

AMERICAN (Am)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
Rndlph	2B	R	.305	7	C	C	Willie Randolph, New York
Mtngly	1B	L	.327	30	B	C	Don Mattingly, New York
Bell	CF	R	.308	47	C	D	George Bell, Toronto
Cansco	LF	R	.257	31	E	B	Jose Canseco, Oakland
Ripken	SS	R	.289	27	C	D	Cal Ripken Jr., Baltimore
Baines	RF	L	.293	20	C	D	Harold Baines, Chicago
Brett	3B	R	.316	22	B	D	George Brett, Kansas City
Schrdr	C	R	.332	14	B	E	Bill Schroeder, Milwaukee
McGwir	PH	R	.289	49	C	C	Mark McGwire, Oakland
Seitzr	PH	R	.323	15	C	B	Kevin Seitzer, Kansas City
Moltor	PH	R	.353	16	A	A	Paul Molitor, Milwaukee
Franco	PH	R	.319	9	C	A	Julio Franco, Cleveland

PITCHERS

			ERA	Top Speed (mph)	Curve	
J Key	SP	L	2.76	88	A	Jimmy Key, Toronto
Sbrhgn	SP	R	3.36	87	A	Brett Saberhagen, Kansas City
Righti	RP	L	3.51	93	E	Dave Righetti, New York
Henke	RP	R	2.49	96	E	Tom Henke, Toronto

NATIONAL (Na)

BATTERS

Player Abbrev.	Pos.	Left/ Right	Bat. Avg.	Home-Runs	CT	SP	Full Name
Raines	LF	L	.330	20	B	A	Tim Raines, Montreal
Sndbrg	2B	R	.294	16	C	B	Ryne Sandberg, Chicago
Sntago	C	R	.300	18	C	B	Benito Santiago, San Diego
Dawson	RF	R	.287	49	D	B	Andre Dawson, Chicago
EDavis	CF	R	.293	37	C	A	Eric Davis, Cincinnati
Schmdt	3B	R	.293	35	C	D	Mike Schmidt, Philadelphia
Gllrga	1B	R	.305	13	C	C	Andres Galarraga, Montreal
Pedriq	SS	R	.294	1	C	B	Al Pedrique, Pittsburg
Guerro	PH	R	.338	27	B	C	Pedro Guerrero, Los Angeles
Murphy	PH	R	.295	44	C	B	Dale Murphy, Atlanta
Gwynn	PH	L	.370	7	B	A	Tony Gwynn, San Diego
Kruk	PH	L	.313	20	C	B	John Kruk, San Diego

PITCHERS

			ERA	Top Speed (mph)	Curve	Full Name
Vlnzla	SP	L	1.42	84	A	Fernando Valenzuela, Los Angeles
Sutclf	SP	R	1.12	89	B	Rick Sutcliffe, Chicago
Franco	RP	L	2.52	95	E	John Franco, Cincinnati
Bedrsn	RP	R	2.83	92	B	Steve Bedrosian, Philadelphia

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office,
Washington, D.C. 20402, Stock No. 004-000-00345-4.

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